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**CIHM
Microfiche
Series
(Monographs)**

**ICMH
Collection de
microfiches
(monographies)**

I	2	3	4	5	6	7	8	9	0	I	I	I	I	2	2	2	2	3	3	4	4	I	I	I
I	2	3	4	5	6	7	8	9	0	3	4	5	0	3	4	5	0	5	0	5	0	5	5	0
*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
I	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

I	2	2	2	2	I	I	I	I	I	2	3	3	I	2	3	4	I	2	3	4	6	6	6	6	6
4	3	4	3	4	I	2	2	2	2	3	3	3	4	4	5	5	5	5	5	5	6	6	6	6	3
0	5	5	0	0	2	3	4	5	0	4	4	4	5	0	0	0	0	0	0	0	3	5	0	5	5
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26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	

The Numerary Signals are marked with Stars, and are made by hoisting the Figures immediately over the Number required.

6	6
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I	I
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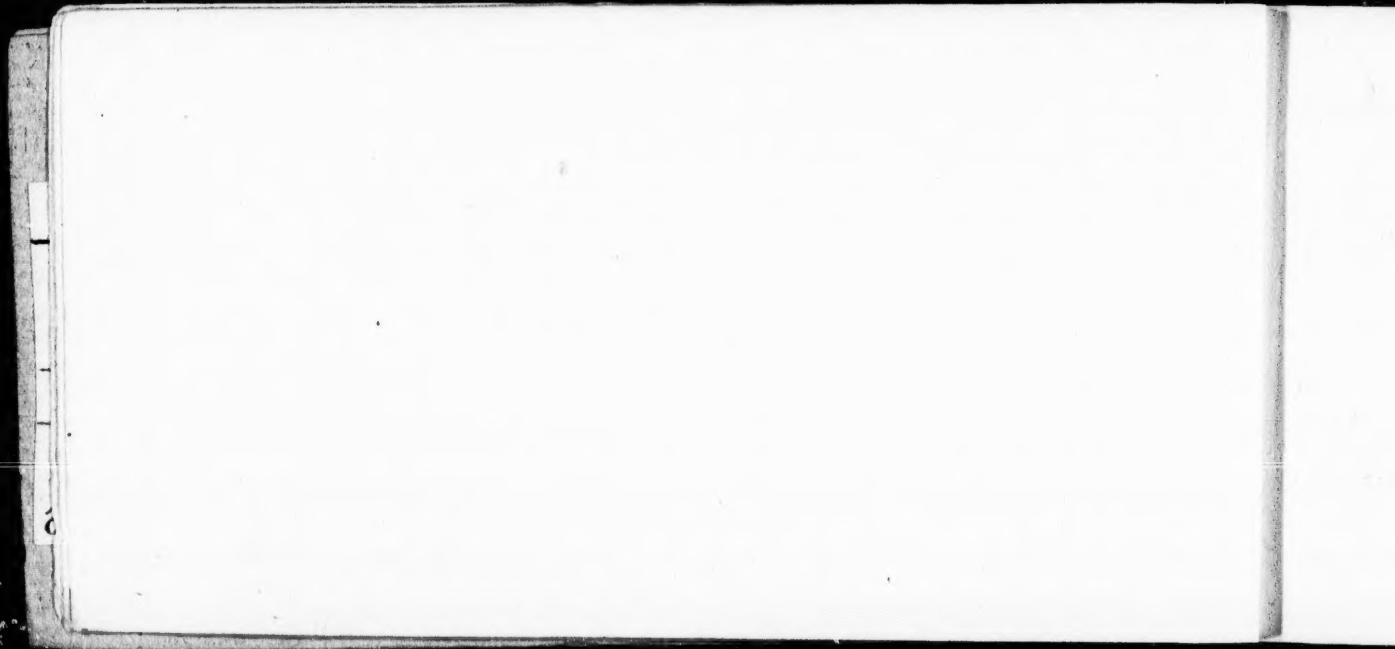
Figures

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4	3	4	1	2	7	7	7	7	7	7	1	2	3	4	3	3	4	4	1	2	3	4	9	9
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76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

A Flag at the Mast-head adds 100, A Flag half staff adds 200, A Flag at the E. Yard Arm adds 300, & a Flag at the W. Yard Arm adds 400 to the Numerary Signal hoisted with them.







Signals from Out posts to recall their own Boats

A Whist at the East Yardarm, for the best boat

A Whist at the West yardarm, for the 2^d boat

A Whist at the Masthead, for all boats

Note) The largest flag should be used for a Whist, and officers are to accustom their Coxwains to know and obey these signals.

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Boats

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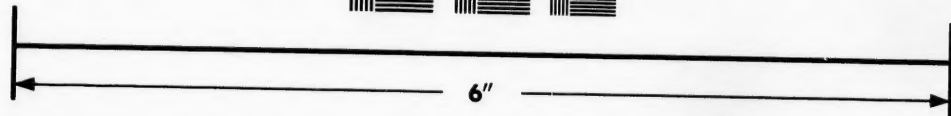
SIGNAL ORDERS AND INSTRUCTIONS.

All Balls and Colors composing one Signal must be hoisted and lowered exactly together, therefore no Signal is to be commenced until all the Balls and Colors are fixed, which will be necessary for the Signal.

All Figures shewn at the same view, are to be written under each other.

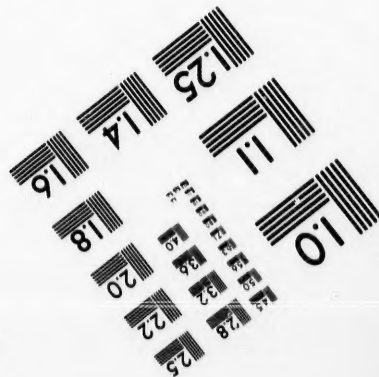
Should it be necessary to fire Guns to call attention to a Signal of which Guns compose a part, the Guns which belong to the Signal must be fired after the signal has been answered, in addition to those used to call attention.

By Command of the Honble. Secy. of the Navy



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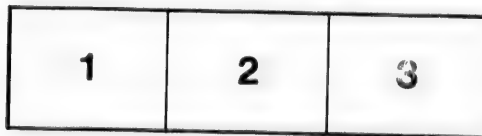
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(2)

Guns never to be fired in thick Weather, when the duty can be executed without, and Fog Signals are never to be repeated, except by the Post which first makes them.

Guns never to be fired to call attention, but when expedition is absolutely necessary, as it is the Duty of all Posts to windward of the one for which a Signal remains up unanswered, to repeat the Guns fired to call attention.

All Orders conveyed by Signal are for immediate execution when no particular time is specified, therefore any doubts respecting the meaning of a Signal, or inability to execute the order given by it, must be immediately notified, otherwise it is concluded that the Signal is perfectly clear and that the purport of it will be executed, and the

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strict observance of this rule is of so much consequence, that in cases when a repeat of a Signal not understood cannot be obtained, a messenger must be sent to Head Quarters for an explanation.

No Writing to be put in the Signal Books, except at HeadQuarters.

No Copy to be made from the Signal Books, nor any part of their Contents to be made known to any Person not entitled to be instructed in the Signal Duty.

In repeating Signals from one Post to another, the first Signal is not to be altered until it is accurately repeated by the Post which is to forward it, and so on with every successive one.

Out Posts are to make Signals of information, whenever any of the circumstances occur for which sentences are provided.

No signals are to be made when Vessels are coming into the Harbor but such as relate to them, except in answer to questions, or when a case does not admit delay.

Officers commanding at advanced Posts are responsible that the Harbor is not surprized by an Enemy, to prevent which, should any number of armed ships have approached an Out Post in *thick weather*, or under supposition that they were *friends*, or by *night*, one of the following Signals is to be made with the greatest dispatch to alarm the Posts, upon which alarm, every preparation is to be made for Action by all Posts round the Harbor, and all persons are to remain at their alarm Posts, until dismissed by an order from Head-Quarters. As a surprise would be the most dangerous as well as the most disgraceful thing to

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to an Officer who is particularly posted to guard against it, such Officer cannot pay too much attention to instruct and watch over the conduct of his Sentries, more particularly in thick Weather and by night, and though false Alarms should be avoided, yet an Officer had better make them, than suffer the Harbor to be attacked unprepared.

ALARM SIGNALS.

In Foggy Weather, four or more Guns fired quick after each other.

In Clear Weather by Day, three Balls over a Flag, at the Mast Head, with Guns to call attention, till every Post repeats the Signal.

By Night, Guns and Rockets alternately, until every Post repeats.

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1	2	3
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The Figures written under each other will be shewn at the same view, and stand for the printed Number immediately under them.

A Flag at the Mast Head adds 100 to the Number.

A Flag half Mast adds 200 to the Number.

A Flag at East Yard Arm adds 300 to a Number.

A Flag at West Yard Arm adds 400 to a Number.

By the above arrangement there will never be more than Four Balls hoisted at the same time, and never more than two upon the same haul-yards; (*Note*) As No. 9 may be made on either pair of haulyards, it must never be fixed to the same haulyards with any other figure.

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FOG SIGNALS.

One Gun from the Citadel is for a Boat and Non Commissioned Officer from each Post to repair to Head Quarters for Orders.

Two Guns fired quick after each other from the Citadel is a Signal of Desertion.

One Gun is to be fired from York-Tower for every square rigged Vessel coming into the Harbor, when Signals cannot be seen.

One Gun is to be fired at the Light House in answer to each Gun fired at Sea, when the ships appear to wait for their Guns being answered agreeable to regulation.

31	Head Quarters
32	Government House
33	The Lodge
34	Fort Sackville
35	The Dock Yard
36	The Black Rock Battery
37	The Narrows
38	Dartmouth
39	The Eastern Passage
40	Fort Clarence
41	McNab's Island
42	Mauger's Beach
43	Camperdown

(10)

N ^o 6	My last day View from Camperdown	44
7	D. York Redoubt	45
8	8 ^o The Light house	46
9	9 ^o Georges Island	47

10 Detachment all present & sober

44
45
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55
56

- 44 Catch Harbour
45 The Light-House
46 Sambro Harbour
47 Prospect Harbour
48 Margaret's Bay
49 Herring Cove
50 York Tower
51 Kavanaugh's Island
52 North West Arm
53 The Prince's Tower
54 Point Pleasant
55 Fort Ogilvie
56 Fort Massey

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nt & Sober

- 57 The Citadel
- 58 The Grand Battery
- 59 Fort Charlotte
- 60 The King's Wharf
- 61 The Ordnance Wharf
- 62 Lumber Yard
- 63
- 64 England

NOTE. *The number made immediately after the signal denoting what part of the world a vessel sailed from, means the number of days passage she had.*

65

66

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77

- 65 Scotland
- 66 Ireland
- 67 Some part of Europe not described by Signal
- 68 Quebec
- 69 Newfoundland
- 70 Cape Breton
- 71 Prince Edward Island
- 72 St. John's, New-Brunswick
- 73 Annapolis
- 74 Windsor
- 75 Some part of the Bay of Fundy not described by Signal
- 76 Boston
- 77 New-York

*g what
passage*

78	Philadelphia	91
79	Some part of the States not described by signal	92
80	Bermuda	93
81	Bahamas	94
82	Martinique	95
83	Jamaica	96
84	St. Domingo	97
85	Some part of the West Indies not described by Signal	98
86	The Western Isles	99
87	A Nova-Scotia Harbour to the Eastward of Halifax	100
88	A Nova-Scotia Harbour to the Westward of Halifax	101
89		No
90		diates

- 91
 92 Of the Royal Artillery
 93 Of the Royal Engineers
 94 of the *7th* Regiment
 95 *of the Surrey Rangers*
 96 *of the Royal Nova Scotia Regiment*
 97 *of the Newfoundland Regiment*
 98
 99
 100 Answer to Signals in thick weather, or preparative to Telgraphy
 101 One square rigged vessel
 NOTE, This Signal is to be hoisted only once for each vessel, and immediately after a Compass Signal to denote in what quarter such vessel

*appears in : But when more than one vessel is seen in the same quarter
 101 is to be repeated as many times as there are vessels, and then the
 proper Compass Signal.*

- | | | |
|-----|---|-----|
| 102 | A Flag Ship | 111 |
| 103 | A Two Decker | 112 |
| 104 | A Frigate | 113 |
| 105 | A Sloop of War | 114 |
| 106 | A Fleet of more than Ten square rigged vessels, bearing | 115 |
| 107 | An armed Cutter, Sloop or Schooner | 116 |
| 108 | A Packet | 117 |
| 109 | A Ship | 118 |
| 110 | A Brig | 119 |
| | | 120 |
| | | 121 |
| | | 122 |
| | | 123 |

quarter
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(17)

- 111 A Topfail Sloop or Schooner
- 112 A Shallop
- 113 A Sail Boat
- 114 A Row Boat
- 115 A Gondolo
- 116
- 117 They are Men of War
- 118 They are Merchantmen
- 119 Suspicious Vessels
- 120 Part of a Convoy
- 121 Vessel does nor appear to be coming into this Harbour
- 122 Belonging to our Squadron
- 123 Vessel has Troops on board

- 124 Vessel appears to be a Stranger
- 125 Vessel is gone to
- 126 Vessel has anchored at
- 127 Vessel is a prize to
- 128 Vessel has stores for
- 129 Vessel has an English Mail on board
- 130 Vessel wears English colors over Enemy's
- 131 Vessel wears neutral colors
- 132 Vessel wears enemy's colors
- 133 Vessel wears a red ensign
- 134 Vessel wears a white ensign
- 135 Vessel wears a blue ensign
- 136 Vessels colors are not distinguishable

137
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149

- 137 I cannot hear vessels answer distinctly
138 Vessel is a Coaster
139
140
141 I see lights at sea
142 I hear guns at sea
143 I hear guns of distress
144 I hear quick firing, like an action
145 Vessel has made a signal for a pilot
146 A vessel is on shore at
147 Vessel wants anchors and cables
148 Vessel wants Provisions
149 Vessel wants Water

150 Vessel wants Hands to pump

151 Vessel is upset

152 Vessel appears to be on fire

153 Vessel is dismasted

154 Vessel stands in immediate assistance from Boats to save her

People

NOTE, By Day, Guns are to be fired with this Signal until the Posts repeat it, and by Night, the Distress Signal is to be used instead of it, namely, a Gun and Port-fire, alternate, until each Post shews a light, and it is expected that the greatest exertion will be made by every Post to get their Boats to the object of distress.

155 Send Craft to save Vessels Cargo

156 Outward bound

157

158

159

160

161

162

163

164

165

166

167

168

169

157 Inward bound

158

159

160 The Princess Ameli

161 The Earl of Moira

162 The Government Shallop Telegraph

163 The Government Shallop Dispatch

164 *The Boston*

165 *The Cleopatra*

166 *The Andromache*

167 *The Phasant*

168 *The Lilly*

169

170

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The Government Cape Breton Depot.

183

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186

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190

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192

193

194

195

- 183 *The Vexen Brig* (23)
184 North
185 N. North East
186 North East
187 E. N. E.
188 East
189 East South East
190 South East
191 S. South East
192 South
193 S. South West
194 South West
195 W. South West

- 196 West
 197 W. North West
 198 North West
 199 N. North West
 200 I am not able to obey you
 201 Send home all boats belonging to
 202 Send boats to tow a vessel
 203 Detain the boat belonging to
 204 My boat is returned
 205 Send all boats to
 206 Send a boat to
 207 Send your best Boat to
 208 May I send my Boat to
- When Government Vessels make
 a signal for Boats, the Ports are to
 send them until the signal is
 hauled down, which will be
 done when a sufficient number
 of Boats have reached the Vessel*

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 211
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 214
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 217
 218

(25)

* 209 All Boats to return to their respective Posts

NOTE, The Posts to which the signal is addressed, are to hoist the general Recall signal, namely, a Whist at the mast-head, and Guns occasionally, until their Boats obey the Orders. *This number will be used to recall Government vessels*

210 Send out Guard Boats

211 Keep a Boat in readiness for

212 Your Boat has just left this

213 Send a Boat to the King's Wharf for

214 Send a Boat to the Lumber-Yard for

215 Send all Boats and Gondolos to carry Men and Baggage from

216 Send a Crew for the Commander in Chief's Barge to

217 Send a Crew for a Gondolo to

218 Is a Boat at your Post belonging to

*Recall make
Posts are to
signal is
will be
at number
Recall*

219 Your Boat cannot return

220 Shew Lights to direct a Boat coming from

NOTE, *The manner in which the Lights are to be displayed must be previously fixed for each Post.*

221 I have sent my Boat to you with intelligence

222 I have sent my Boat to you, or to

223

224

225

226 The Commander in Chief

227 The Governor

228 The Commanding Officer

229

230

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must be

(27)

- 229 The Adjutant-General
- 230 The Quarter-Master-General
- 231 The Brigade Major
- 232 The Town Major
- 233 The Commissariate
- 234 The Barrack Department
- 235 The Medical Department
- 236
- 237 Send an Officer's Guard to Head-Quarters or to
- 238 Send a Serjeant's Guard to Head-Quarters, or
- 239 Send Patroles to
- 240 Send for
- 241 Send to the following Person or Place for orders

242	The Commanding Officer to come to Head-Quarters, or go to	255
243	Send an Officer to Head-Quarters, or to	256
244	Send a Surgeon to Head-Quarters, or to	257
245	Send a Serjeant to Head-Quarters, or to	258
246	Send Head of Engineer Department to Head-Quarters, or to	259
247	Send Head of Artillery Department to Head-Quarters, or to	260
248	Send a Gunner to Head-Quarters, or to	261
249	Send a steady Soldier to Head-Quarters, or to	262
250	Send a Drummer to Head-Quarters, or to	263
251	Send over	264
252	Send over with their baggage	265
253		266
		267

- 255
256 A General Court-Martial
257 A Garrison Court-Martial
258 A Regimental Court-Martial
259 A Court Martial to-morrow at
260 Find a Member for a Court-Martial at
261 There will be a punishment at
262
263
264 Stop all Vessels going out
265 Stop her going out
266 Stop all Boats going out
267 Prevent all Vessels coming into the Harbour

(30)

268	Prevent her coming into the Harbour	280
269	Prevent all Boats coming into the Harbour	281
270	Make that Vessel anchor at	282
271	Let that Vessel pass without interruption	283
272	Release that Vessel if she pays for the shot	284
273	Release that Vessel without paying for the shot	285
274	Let the Vessel pass without interruption, that wears for a private signal, the blank number I make after this	286
275	Permit a Vessel or Boat to pass up the North-West Arm	287
276	Release that Vessel from Quarantine	288
277		289
278		290
279	Describe all Vessels you see	

- 280 Hail that Vessel
281 Board that Vessel
282 Get that Vessels name
283 Get the following information from that Vessel
284 How many square-rigged Vessels do you see
285 How does that Vessel bear from you
286 Hoist the next blank number I make, whenever you discover
a Vessel wearing the private signal I now describe to you by
Telegraphy
287 A Vessel or Boat is sent out for information, observe her signals
288
289
290 The following Vessels have passed out

291 A Vessel or Boat has passed, wearing the private signal you notified

292 I have detained a Vessel attempting to pass improperly

293 I have detained a Boat, attempting to pass improperly

294 I have put a Vessel in Quarantine

295 Answer Vessels private signal

296 Vessel left her Port before, or at the same time, with the one already arrived here

297

298

299

300

301

I have finished my present communication.

Yes

302

303

304

305

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307

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311

312

313

- 302 No
- 303 I cannot take your signals
- 304 Repeat your last Telegraphy
- 305 Signals perfectly understood
- 306 Repeat your last Numerary signals
- 307 Repeat the signals I last made you, that I may be certain you
have taken them correctly
- 308 *Answer and obey signals made at. or on board*
- 309 Obey my last Signals and also repeat them to
- 310 My last Signals are repeated from
- 311 My last Signals are repeated from a Vessel or Boat
- 312 Repeat or send my next Signals to
- 313 Repeat Signals from

314 You have repeated wrong, I will therefore repeat my Signals
over again

315 Your Signals for Vessels are not correct, they ought to be as
follows

316 Interrogative to the Signal I next make

NOTE, *This Signal is for the purpose of turning any of the sentences in
this Book, into Questions, example 316 followed by 294 means, have you
put a Vessel in Quarantine.*

317 An Officer to look out, and remain ready to execute the Signal
duty, until this order is annulled

NOTE, *When an Officer arrives at his Signal Staff, in consequence of
this order, he is to make, No. 325.*

Signals

to be as

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- (35)
- 318 Report my last Signals instantly, to a Signal Officer
- 319 A Signal Officer has received your signals
- 320 I have finished all the Signals which are to be obeyed by the
Post, denoted by my first Signal
- 321
- 322 Be in readiness to
- 323 Execute the Orders you were directed to be in readiness for
- 324 When ready to execute my last Orders, hoist number 325
- 325 I am ready to execute your orders
- 326 Your orders are executed

- 327
 328 Annuls the Orders given, by number 317
 329 Annuls the Orders you were directed to be in readiness to execute
 330 Read my last signal negatively
 331 Annuls my last Signals
 332 I have received your orders or letters dated
 NOTE, *When Letters or Orders are dated on a different day to that
 on which they are received, the date must be specified.*
 333 I have forwarded your letters or orders to
 334 The Commander in Chief will visit your Post
 335 Is the Commander of the Post present, to which this signal is
 addressed
 336 The Commander in Chief is not in Town

337
 338
 339
 340
 341
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 must
 343
 344
 345
 346

- 337 Cease firing
 338 Keep your Guns loaded
 339 I fired at
 340 I fired to call attention
 341
 342 Prepare a Salute of

NOTE, The signal made after this, will denote the number of Guns, which the salute is to consist of, and during a Salute, the Union Flag, must be kept flying,

- 343 Prepare to Salute with one round from all your Guns
 344 The Batteries will Salute in the following succession
 345 Begin to Salute when I haul down this Signal
 346 The Citadel will fire a Salute

347 The following Post will Salute

347 The following Fort will observe
348 There will be Mortar or great Gun practice at

349
350 There is Defertion from the Navy

350 There is Desertion from the Navy
351 Take the same steps as in cases of Desertion, by way of precaution

352 The Deferters went from

352 The Defectors are gone towards
353

354 The Deferters are heard of at

Deferters are taken who went off on

355 Recall Parties you have sent after Deserters
356

356 Recall Parties you have sent after
357 The Parties I sent after Deserters are returned
358 I am, Sir, in formation respecting the De

357 I have heard no information respecting the Deserters
358 I have heard no information respecting the Deserters

358 I have heard no information respecting
359 The Deferters names are written in the descriptive Rolls, oppo-
site the next Number I make

36

36

36

36.

364

after

365

366

367

368

360

361

362 Receive the following Persons at your Post

363 Send a Surgeon for an accident

NOTE, *The nature of the accident should be explained.*

364 Send a Surgeon to a Sick Man

NOTE, *The Regiment to which the Sick Man belongs should be named after this signal.*

365 Your request is granted for

366 The following Persons of your detachment, are detained here
or at

367* Detachment all present except

368* The following Persons reported absent are returned

- 369* I request leave for
 370* I have confined the following Men.
 371* *Detachment all sober (except)*
 372*

NOTE, The numbers made immediately after either of the Signals marked thus * are not to be read from this Book, but denote the Persons Names written opposite such numbers in the Detachment Roll.

- 373 In half an hour or half past
 374 Any time before
 375 Any time after
 376 When convenient
 377 At Day-break
 378 At Sun-rise

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(41)

- 379 At Sun-set
- 380 At second Evening Gun-fire
- 381 At One o'Clock
- 382 Two
- 383 Three
- 384 Four
- 385 Five
- 386 Six
- 387 Seven
- 388 Eight
- 389 Nine
- 390 Ten
- 391 Eleven

- 392 Twelve
- 393 To day
- 394 To night
- 395 Yesterday
- 396 Last Night
- 397 To-morrow
- 398
- 399

400 Open sealed Orders, marked No. 1. or preparative to speaking
with the private Alphabet.

401 0

402

403

404

405

406

- 401 Repeat after me to the Government Shallop Dispatch
402 d' - - - - - d' Telegraph
403
404
405 Repeat after me to the General's barge or other signal boat
406 Repeat after me to the Prince's Amulet.

410 The blank Number I make after this is till further orders to denote the sentence I now Telegraph to you, but being only temporary is not to be written in the signal book.

than

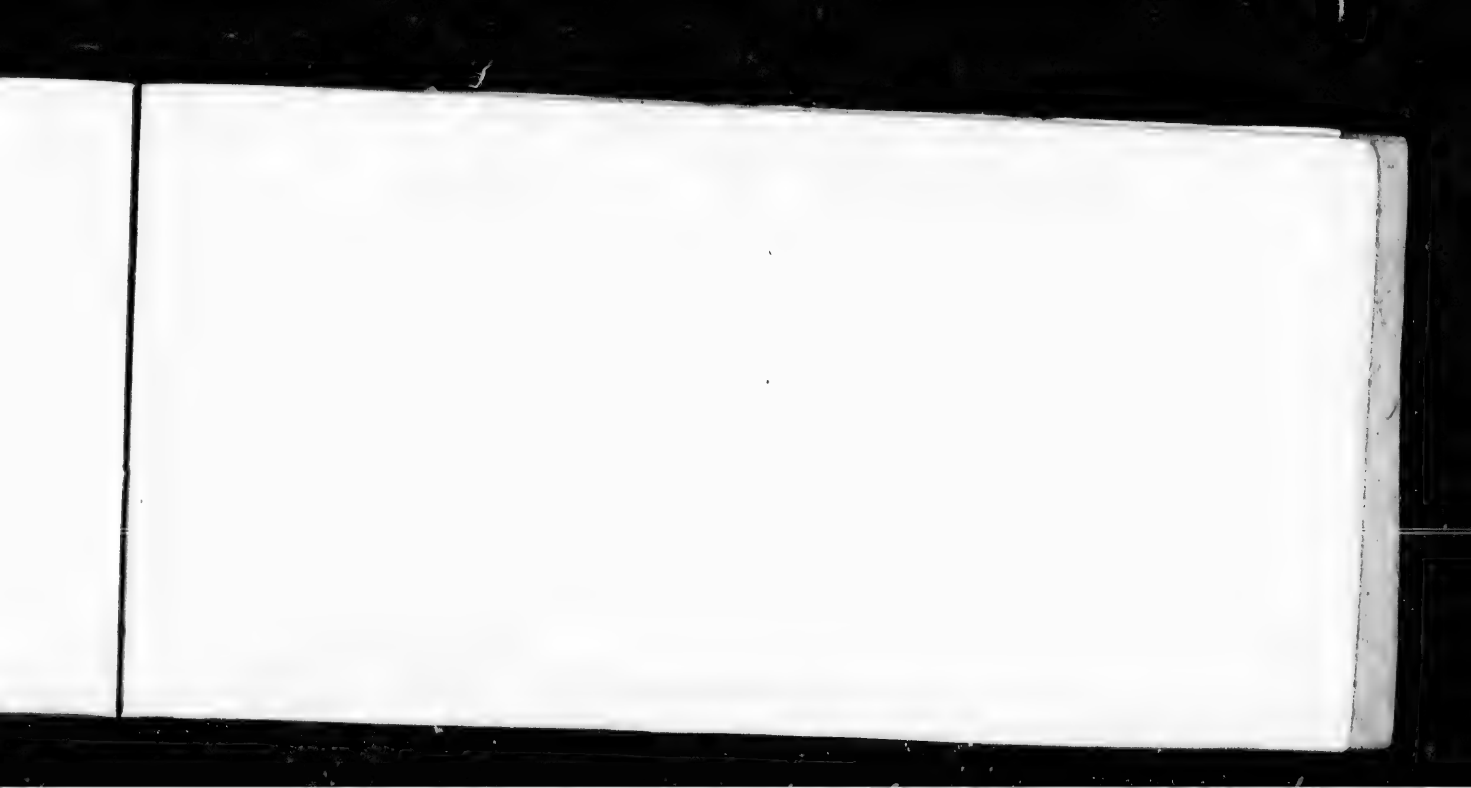
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NIGHT SIGNALS.

Will require four Lanterns, one of which is only for the purpose of shewing the centre of the Signal Yard, and therefore must not be reckoned as a figure ; and it will make No. 4 appear thus  and No. 3 thus  

Telegraphy by night should always commence with a Letter requiring three Figures to describe it, in order that the Person who is to take the Signal, may fix his Glass, so as to ascertain the exact position of the Signal Yard.

In changing from one Figure to another, the Lanterns must be moved exactly at the same moment.

Great care must be taken that no Lights are shewn at Out Posts, except such as are intended for Signals.

(44)

Numerary Signals by Night are to be made agreeable to the following Table, to prevent the necessity of using two lights on the same haulyards.

1	2	3	4	4	5	5	5	5	6	0
1	2	3	4	5	6	7	8	9	10	

To make No. 11, repeat the 1. To make No. 34, first hoist 3, and then 4. To make No. 87, first hoist 8, then 7. To make No. 128, first hoist 1, then 2, and then 8, observing to hoist the center light with the first figure, and lower it with the last of each number, which will ascertain the number of Figures in each Signal. Each Figure composing a Numerary Signal, must be answered by the Post to which the Signal is addressed.

A Night Signal should always be examined at the time the answer is made to it, and if not then correct, it must be annulled.

These Balls, &c to be
fixed either on the East or
West

Explanation of Signals made on the Halifax Telegraf on the Citadel Hill, to describe Vessels coming into the Harbour.

These Balls, &c to be fixed either on the East or West Yard-arm, according to the quarter the Vessels appear in.

- One Ball, One Sail, square-rigged.
- One Ball half hoisted, Two Sail square ditto
- Two Balls close, Three Sail ditto.
- Two Balls separated, Four Sail ditto.
- A Pendant, Five Sail ditto.
- A Pendant under a Ball, Six Sail ditto.
- A Pendant over a Ball, Seven Sail ditto.
- A Pendant under two Balls close, Eight Sail ditto.
- A Pendant between two Balls separated, Nine Sail ditto.
- A Flag, Ten Sail or a Fleet.

(46)
DESCRIPTIVE SIGNALS at the MAST-HEAD of the
HALIFAX TELEGRAPH.

- A Union, A Flag ship.
- Ditto with Red Pendant over, A two decker.
- Ditto with Blue Pendant over, A frigate.
- Ditto with White Pendant over, A small armed vessel.
- A Red Flag pierced White, A Packet.
- A Blue Pendant, A ship.
- A Red Pendant, A brig.
- A White Pendant, A topsail sloop, or schooner.
- A Red Flag, A neutral armed vessel.
- Ditto with Blue Pendant under, A neutral ship.
- Ditto with Red Pendant under, A neutral brig.
- Ditto with White Pendant under, A neutral sloop or schooner.

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A French Jack, An enemy's fleet.

A Blue Pendant under French Pendant, An enemy's ship.

A Red Pendant under ditto, An enemy's brig.

A White Pendant under ditto, An enemy's sloop or schooner.

A Union Jack over either of the enemy's signals, means that the vessels are in in our possession.

When a vessel requires assistance, a ball will be hoisted at the mast-head with the descriptive colors.

N. B. The only mixed colors used to describe Vessels are a Red pierced White, a French Jack, and French Pendant; therefore when any other mixed colors are flying on the Citadel Hill, the signals have a private meaning, and are not for vessels.

Explanation of Signals made on the Ensign Staff on Citadel Hill.—

- The Royal Standard or Large Union, for Rejoicing Days—during Salutes—and when Kings' Ships leave the Harbor.
- A Red Flag, When a vessel comes from Europe.
- A White Flag, When a vessel comes from Newfoundland.
- A Blue Flag, When a vessel comes from the West-Indies.
- A Red Pendant, When a Vessel comes from the States.
- A Blue Pendant, When a vessel comes from some part of the world not mentioned above.
- A White Pendant over either of the above, means that the vessel coming in, has left her port, at the same time or before a vessel already arrived.

A Ba
Ditto
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Ditto

Four
Ditto
Ditto
Ditto
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SIGNALS for Desertion on the Ensign Staff.

- | | |
|--|-------|
| A Ball, For each Man of the <i>Royal Nova Scotia</i> | Regt. |
| Ditto with a Flag over, For Men of Engineers or Artillery. | |
| Ditto with a Flag under, For Men of <i>Royal Fusiliers</i> | Regt. |
| Ditto with a Pendant over, For Men of <i>Newfoundland</i> | Regt. |
| Ditto with a Pendant under, For Men of <i>Henry Manger</i> | Regt. |

SIGNALS of Desertion by Night.

- | | |
|---|-------|
| Four Lights under each other, For Men of <i>R. N. S. Scotia</i> | Regt. |
| Ditto with one over, For Men of <i>Henry Manger</i> | Regt. |
| Ditto with one to the Eastward, For Men of <i>Artillery</i> | Regt. |
| Ditto with one to the Westward, For Men of <i>R. Fusiliers</i> | Regt. |

(Note) As the Night Signal for Desertion does not express Numbers, it will be lowered and hoisted for each Man, after it has been answered.

I N D E X.

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